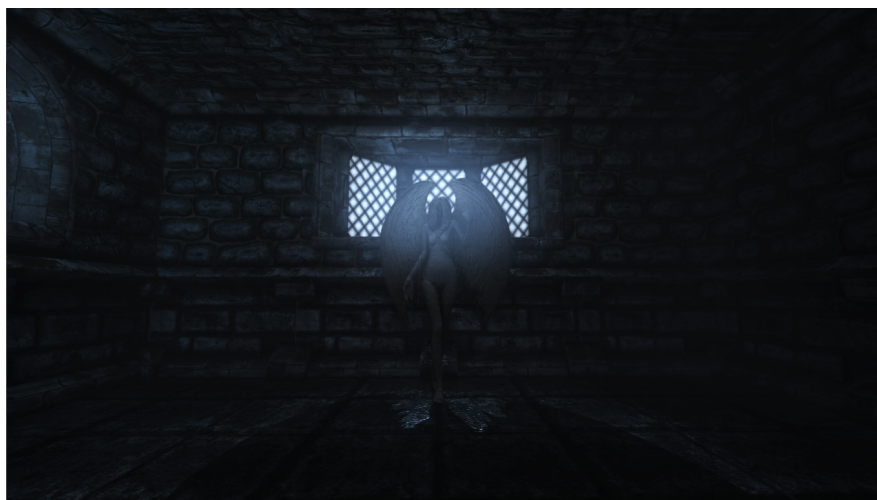


# [WIP] The Weeping Angel Experiment

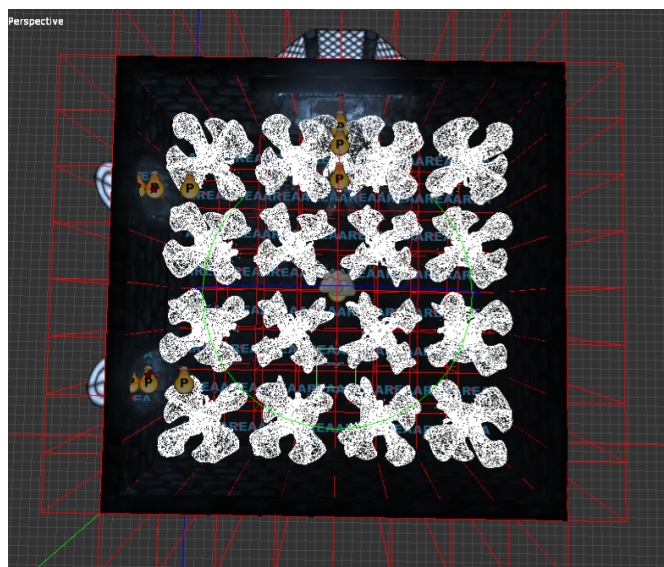
I've seen the questions about how to recreate Weeping Angels in Amnesia several times, so I figured I should do a little experiment and try to make one myself. This should work for any other entity in - you could have a pot menacingly follow your player around if you want - but let's face it, the angel statue from Justine is just begging to be turned into something more sinister.

Just throwing this out there: the Weeping Angel won't be in my custom story, so I'm taking a bit of my own time away from creating Lucid to do this (you all better thank me later :p). Of course, even if it was going in Lucid, I don't own the scripts, so go nuts! I'll even post a download link for my completed map(s) at the end of each section.

Since I'm still in the middle of creating this, enjoy a picture of the already-terrifying subject of this "tutorial"!



## First Attempt: Script Areas and Inactive Entities



I'm calling this the Multi-"Angel"ed Approach... [is shot]

This is probably going to be the most difficult way of making an enemy ever, but that's okay, because I overcomplicate things anyways! This involves setting up a grid-like pattern of script areas which

activate certain "not looking" script areas (reliant on which Angel is Activated), which, in turn, activate certain Angels depending on the Angel's previous location. In this case, each script area is 1x1x1 unit (X, Y, Z). Sorry for the unnecessary details - I couldn't just leave the room looking plain!

First thing I did was set up a grid pattern. The Z axis consists of number coordinates and the X axis consists of letter coordinates, allowing me to name each script area appropriately (think of BattleShip - 3A, 2D, 5G, 8H, etc).

Then I set up "Not Looking" Areas - the scripts outlining the walls. Each one is 1x4x1 (X,Y,Z). These will later be dependent on the Player's and the Angel's position. I labeled each one according to compass directions (North, East, South, and West) as N\_1, S\_1, etc..

The only thing left to add was the Angel(s). I set them up on in a 4x4 grid with one facing in each compass direction per spot with one extra starter in front of the window for a grand total of 65 Angels. Labeled each of them according to their direction and grid spot to help.

This part is still in progress. Just decided to add what I was planning for the second try below since that appears to be the easier route.

## Second Attempt: Water Monster and New Entity

For this attempt, I will be replacing the sphere model for the Water Lurker with the Angel Statue. Unlike the previous version, the pedestal may have to remain visible - unless you want to edit the model. Since I don't have that much time/skill, we'll assume the Angel picks up its podium, walks towards the Player, then quickly sets it down and climbs back on top before the player can turn around. Sound good? Sounds good.

For this one, I'm going to go to the entities file in the redist folder, find the angel statue first. Save a copy under enemy as weeping\_angel (or whatever you want to call it). Now, replace "angel\_statue" with "weeping\_angel" (or whatever you want) for each of the files inside the folder. Not sure if this is necessary, but I should be careful. After this, we need to find the script file for the waterlurker. It's called waterlurker.ent; you already have a weeping\_angel.ent file in your weeping angel folder, DO NOT delete it. We're going to change a lot of stuff. First being the entity type. Change it to "Enemy\_WaterLurker", leave the entity subtype field blank (this is why we renamed the file and moved it before changing stuff).

*This page is in the long and arduous process of being created, please don't hassle me to complete it fast. Like my other tutorial and my CS, it will be done when it is done.*

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